



## Handicap Committee Policies

An essential element of the USGA Handicap System is the requirement that each golf club that issues USGA Handicap Indexes must appoint a Handicap Committee to ensure the integrity of the Handicap Indexes issued.

A basic premise underlies the USGA Handicap System, namely that every player will try to make the best score at each hole in every round, regardless of where the round is played, and that the player will post every acceptable round for peer review. Post a 9 hole score when you play between 7-12 holes. Post an 18 hole score when you play 13 or more holes. On holes that you didn't play, record a score of par plus any handicap strokes you were entitled to receive. Apply equitable stroke control. If a player fails to post an acceptable score as soon as practicable after completion of the round, the Handicap Committee should post the score and/or a penalty score and Rating equal to the lowest handicap differential in the players scoring record.

A handicap index is computed from 20 scores plus eligible tournament scores in the scoring record. It reflects the player's potential because it is based upon the best scores posted for a given number of rounds, ideally the best 10 of the last 20 rounds

It is the Handicap Committee's responsibility to assure that a player's Handicap Index reflects his potential playing ability. When the Handicap Index does not reflect potential ability the Handicap Committee should adjust it. The Handicap Committee has the right to reduce a player's handicap before, during and after competition.

Handicap Indexes for this year's tournaments will be based on a combination of tournament scores (T-Score file from GHIN – low 4 in the last 12 months) and low index for the year, whichever is lower.

Regular Flight will play from the White Tees  
Senior Flight will play from the Gold Tees

**Players without a USGA Index will play scratch.**

Payouts will be Gross and Net. If you have any questions please ask a Board Member or one of the Golf Shop Staff.

